

The topic for the project is the fun but addictive **Lexathon** game, so please go ahead and start researching about this game and thinking about how to implement it using MIPS assembly language.

If you have an Android device or an Android simulator you can download the game from Google Play store (<https://play.google.com/store/apps/details?id=au.com.xandar.jumblee&hl=en>) and play with it.

If you do not have an Android device, you can watch the game in action in YouTube (<https://www.youtube.com/watch?v=qe2nrjQz26U>).

Submission Requirements:

At the end of the semester, you must submit a ZIP file containing

1. A project report (in Word format) covering
 - a) a description of the program,
 - b) the challenges that you had and how did you overcome them,
 - c) what you have learned by doing the project,
 - d) a discussion about algorithms and techniques used in the program,
 - and e) any suggestions you may have (optional).
2. A short video clip demonstrating the program in action. (If the video is too big you can post it on a website, e.g. YouTube, and submit the link).
3. All code that are needed to run your program.
4. A user manual on how to run and how to use the program.

Let me know if there is any questions or comments.

Happy coding!